TRACKS OF DEATH

- KINGDOM DEATH: MONSTER -

RULES

CREDITS
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This unofficial Tracks of Death expansion is free, fan-made content. It should not be sold.

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TRACKS OF DEATH

The Tracks of Death expansion adds agency to the hunt phase by allowing players to choose one of three tracks for survivors to travel down while hunting for their quarry. Each track has its own risks, rewards and themes.

What's In This Expansion

This expansion is designed to be added to the Kingdom Death: *Monster* core game. It includes:

2 x	Hunt Event Tracker Sheets
103 x	Core Hunt Events
35 x	Hunter's Tales Hunt Events
36 x	Expanded Horizons Hunt Events
41 x	Shifting Plains Hunt Events
1 x	Community Edition Hunt Event 38 Variant
3 x	Promotional Hunt Events
1 x	Monster Hunt Event
3 x	Abilities
1 x	Impairment
5 x	Strange Resources
5 x	Rare Gear
11 x	Alternate Dark Hunt Event Versions

Setup

Separate each hunt event into separate decks using the color coded banners at the top left of the card.

In order from left to right these banners represent:

- **The Beaten Path**
- **The Beaten Path** (Evolving Hunt System)
- **The Monster's Trail**
- **The Monster's Trail** (Evolving Hunt System)
- **The Unknown Way**
- **The Unknown Way** (Evolving Hunt System)
- **Secret Hunt Events**
- **Consequence Events**

Some hunt events have additional designations using letters. These letters range from A to E. These hunt events are used in the Evolving Hunt System and consist of three packs which are labeled at the bottom of each card as:

Hunter's Tales, Expanded Horizons, Shifting Plains

Gameplay Rules

Follow the rules for the Hunt Board Setup normally, placing one basic hunt event card in every open space on the hunt board except those occupied by a monster hunt event card.

Hunt Phase

When the survivors leave the starting space on the Hunt Board, the event revealer chooses between the following tracks: **The Beaten Path**, **The Monster's Trail** or **The Unknown Way**.

For the duration of the hunt phase, when a player is instructed to roll on the Hunt Event Table, they draw a card from the top of their chosen track instead.

When the survivors complete 🕮 **Overwhelming Darkness** (or any story events that replace it) the next event revealer may choose a new track to follow. Players may only choose a new track one time per hunt phase.

Special Hunt Events and Encounters

Promotional events (Dead Warrior, Baby and the Sword), Special Monster Events (Object of Desire) and the Encounter system are all placed normally during setup. The Tracks of Death system is compatible. However, large size hunt event cards have been provided for these and may be included in your track decks. This presents an alternative way to add them to your campaigns.

The Beaten Path

Less taxing on young hunters, travel along the beaten path explores areas of the dark wasteland near the settlement and true explorers will find stimulation in their investigations. Carrying noisy gear is much safer along this route and specific equipment is not required for increased safety.

Developing courage and understanding along this route toughens up survivors for the greater obstacles to come and developing the settlement's innovations will have the most impact here. Any survivor with a sensitive psyche may find themselves overcome with mental disorders and brain damage.

Encounters with other denizens of death are likely to occur here as well. These range from fellow survivors who are at times willing to join the settlement to mysterious figures with hidden agendas. Each has their own unique impact on the hunting party or the greater landscape at large.

The Monster's Trail

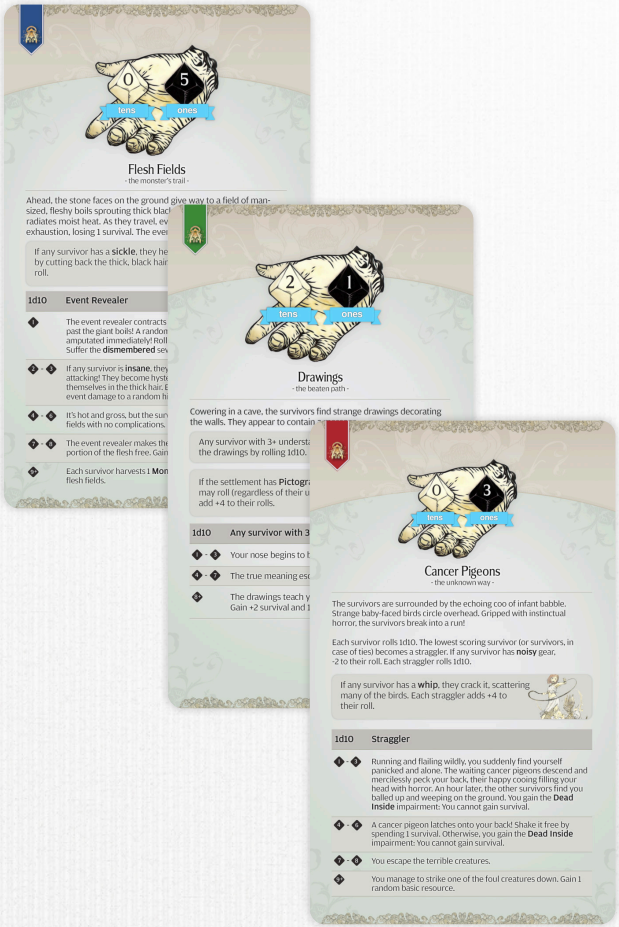
Slightly more dangerous, travel along the monster's trail is a more direct path to the quarry. Opportunities to ambush the monster increase, but so does its opportunity to ambush the survivors. Noise is likely to attract attention and should only be considered as a calculated risk.

Departing with special tools, harvesting additional resources from the many flora and fauna becomes viable. These increased rewards carry elevated risks. Inexperienced survivors will be punished for their lack of preparation and chances of untimely deaths are real. Accumulating survival losses can leave survivors taxed before arrival to the showdown.

The Unknown Way

Treacherous and ill-advised for unseasoned hunters, travel along the unknown way leads the survivors far from the settlement, where none have dared venture before. Setbacks are likely to extend the duration of the hunt and hazardous terrain to relinquish cherished and most fragile gear. However, discovery of rare treasure and secret events may only be found by forging a path into the unknown.

With a strong heart, a sharp mind, and probably a whip, veteran hunters can thrive here. Prepared survivors can find advantage over others but beware of possibilities for total party kills.



Evolving Hunt System

The evolving hunt system introduces hunt events that change depending on player choices or other trigger events that can occur. These hunt events are designated by alternate banners with letters.

Separate each hunt event by letter, color, and pack name, then decide which of those events you would like to use in your campaign.

The system is extremely modular. After you have chosen the events you would like to use, find the corresponding original event and replace it with the alternate, beginning with letter A. Return the replaced event to the game box. It will not be used for your campaign. *(example: If you want to use alternate 22A | Acid Rain, return hunt event 22 | Acid Rain to the game box and place 22A in the corresponding track deck.)*

Depending on circumstance, these events will instruct you when to replace them with the next letter (B, C and so on). When these events are replaced, they are not returned to the box but set aside.

Hunt Event Tracker

The hunt event tracker is used to document the state of your track decks. This is useful for when you are running multiple campaigns and need to rebuild the decks back to their state for that campaign. It is also used for documenting outcomes of some hunt events.

Resolving Events

Whenever a hunt event instructs a player to resolve another hunt event, that event is drawn, resolved and then returned to the deck it came from. The player finishes where they left off on the original hunt event. Resolving other hunt events are special circumstances that involve consequence events and secret hunt events. These are treated as a continuation and the players do not nominate a new event revealer when resolving them.

Pack 1: Hunter's Tales

This pack is designed for players that want to use the Evolving Hunt System, but do not have any Kingdom Death: Monster expansions. This pack uses core game content exclusively.

Pack 2: Expanded Horizons

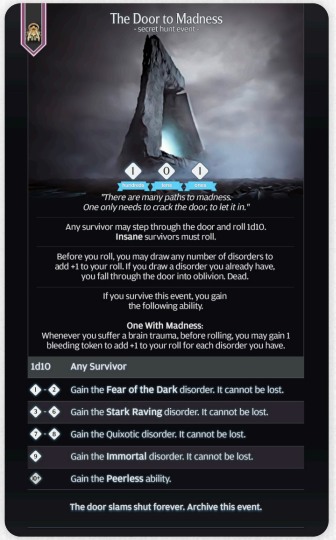
This pack is designed for players who enjoyed the evolving hunt system and also own some or all Kingdom Death: Monster expansions. These hunt events are designated with the monster crest of the expansion in the banners at the top left of the cards.

Pack 3: Shifting Plains

This pack introduces some of the more strange and mysterious events that the players could discover including cards that could affect all three tracks.

Secret Hunt Events

These events cannot be resolved until specific conditions are met. Some are added to track decks for discovery later while others are resolved as continuations of some events.


The Door to Madness
- secret hunt event -
"There are many paths to madness.
One only needs to crack the door, to let it in."
Any survivor may step through the door and roll 1d10.
Insane survivors must roll.
Before you roll, you may draw any number of disorders to add +1 to your roll. If you draw a disorder you already have, you fall through the door into oblivion. Dead.
If you survive this event, you gain the following ability.
One With Madness:
Whenever you suffer a brain trauma, before rolling, you may gain 1 bleeding token to add +1 to your roll for each disorder you have.
1d10 Any Survivor
Gain the Fear of the Dark disorder. It cannot be lost.
Gain the Stark Raving disorder. It cannot be lost.
Gain the Quixotic disorder. It cannot be lost.
Gain the Immortal disorder. It cannot be lost.
Gain the Peerless ability.
The door slams shut forever. Archive this event.

Tracks of Death: Hunt Event Tracker

Settlement Name: _____

Use this tracker to maintain a record of which cards are in each of the Tracks of Death decks. This tracker is also useful for running multiple campaigns and you need to rebuild the decks for where you left off in those campaigns.

The first column includes checkboxes for canon events if you decide that you do not want to include all of the hunt events from the Tracks of Death expansion.

As each hunt event is replaced, check the box next to the corresponding card and erase the box for the card that was replaced. When secret hunt events are added, after you check the box, document which deck it was placed into (The Beaten Path, The Monster's Trail or The Unknown Way.) next to the event name.

Some events instruct you to record specific, key points for that event. A label and space is provided to keep track of these records.

Secret Hunt Events are designated by purple banners next to their checkbox. Some of these events are not added to path decks, but you can check them off as you discover them if you wish.

Promo and Monster hunt event versions are provided if you want to include them in your path decks for an alternate way to experience them. Otherwise, set up the basic hunt events normally. When a basic hunt event instructs you to roll on the Hunt Event Table, draw from your path deck instead. This will maintain the dilution appropriately when using additional game hunt events and the encounter system that is to come.

☐ 01 | Broken Lanterns	☐ 01A | Broken Lanterns	☐ 01B | Lantern Trader		
☐ 02 | Corpse	☐ 02A | Corpse	☐ 02B | Leftovers	☐ 02C | Gravesite	
☐ 03 | Cancer Pigeons	☐ 03A | Cancer Pigeons	☐ 03B | Bait		
☐ 04 | Famine	☐ 04A | Famine	☐ 04B | Something for Later		
☐ 05 | Flesh Fields	☐ 05A | Flesh Fields	☐ 05B | Vomit Valley	☐ 05C | Rotting Ravine	
☐ 06 | Faceless Statue				
☐ 07 | Hungry Ground	☐ 07A | Hungry Ground	☐ 07B | Stone Hands		
☐ 08 | Wailing Smoke				
☐ 09 | Golden Light	☐ 09A | Golden Light	☐ 09B | Fading Light		
☐ 10 | Harvester				
☐ 11 | Monster Droppings				
☐ 12 | Destiny Bound	☐ 12A | Destiny Bound	☐ 200 | Destiny Fulfilled		
☐ 13 | Overload				
☐ 14 | Chance Encounter	☐ 14A | Chance Encounter	☐ 14B | Dark Encounter		
☐ 15 | Man-Trap	☐ 15A | Man-Trap	☐ 15B | Man Hunt		
☐ 16 | Night Terrors	☐ 16A | Night Terrors	☐ 000 | Dream Spectre		
☐ 17 | Face to Face	☐ 17A | Face to Face			
☐ 18A | Dead Weed	☐ 18B | Osseous Bloom	☐ 18C | Lantern Bud	☐ 18D | Dead Nettles	☐ 18E | Thorn Garden
☐ 19 | Exhalation of Darkness				
☐ 20 | Dry Lands	☐ 20A | Dry Lands	☐ Pickaxe Archived _____	☐ 20B | Crystal Lake	
☐ 21 | Drawings	☐ 21A | Drawings	☐ 21B | Heiroglyphs		
☐ 22 | Acid Rain	☐ 22A | Acid Rain	☐		
☐ 23A | Clean Water	☐ 23B | Tainted Water	☐		
☐ 24 | Food From the Mouth of Others	☐ 24A | Food From the Mouth of Others	☐ 24B | Blood Altar		
☐ 25 | Titans in the Dark				
☐ 26 | Pit				
☐ 27 | Man-Stealers	☐ 28A | Trollbird	☐ 28B | Egg	☐ 27C | Man's Justice	
☐ 28 | Trollbird	☐ 18B | Osseous Bloom	☐ 18C | Lantern Bud		
☐ 29 | Dark Blacksmith				
☐ 30 | Rotten Faces				
☐ 31 | Strange Path				
☐ 32 | Sudden Madness	☐ 32A | Sudden Madness	☐ 32B | Spreading Madness	☐ 101 | The Door to Madness	☐ 000 | Dream Spectre
☐ 33 | It Whispers Your Name				
☐ 34A | Crippling Misery	☐ 34A | Crippling Misery	☐ 154 | Burial Cave		
☐ 35 | Broken Lantern Oven				
☐ 36A | On the Trail	☐ 36A | On the Trail			
☐ 37 | Lost				
☐ 38 | Gregalope	☐ 38 | Gregalope (CE)			
☐ 39A | Heavy Mist	☐ 39A | Heavy Mist	☐ 39B | Face in the Shadows		
☐ 40A | Dream	☐ 40A | Dream	☐ 40B | Vivid Dream		
☐ 41A | Nightmare	☐ 41A | Nightmare	☐ 41B | Vivid Nightmare		
☐ 42 | Surgeon				
☐ 43A | Fresh Kill	☐ 43A | Fresh Kill	☐ 43B | Smashed Dung Ball		
☐ 44 | Opportunists				
☐ 45 | Jagged Valley				
☐ 46A | River	☐ 46A | River	☐ 46B | Stream		
☐ 47A | Banquet Trees	☐ 47A | Banquet Trees	☐ 47B | Harvest Trees		
☐ 48 | Death Wager	☐ 48A | Death Wager			
☐ 49 | Pus Fields	☐ 49A | Pus Fields	☐ 49B | Festering Fog Bank		
☐ 50 | Gibbet	☐ 50A | Gibbet	☐ 50B | Gallows _____ Survivor's Name		

Tracks of Death: Hunt Event Tracker

Expansion 1: Hunter's Tales

- ☐ 02A
- ☐ 02B
- ☐ 02C
- ☐ 03A
- ☐ 03B
- ☐ 04A
- ☐ 04B
- ☐ 07A
- ☐ 07B
- ☐ 09A
- ☐ 09B
- ☐ 20A
- ☐ 20B
- ☐ 21A
- ☐ 21B
- ☐ 24A
- ☐ 24B
- ☐ 27A
- ☐ 27B
- ☐ 27C
- ☐ 46A
- ☐ 24B
- ☐ 27A
- ☐ 27B
- ☐ 27C
- ☐ 46A
- ☐ 46B
- ☐ 49A
- ☐ 49B
- ☐ 61A
- ☐ 61B
- ☐ 61C
- ☐ 66A
- ☐ 66B
- ☐ 93A
- ☐ 93B
- ☐ 93C
- ☐ 95A
- ☐ 95B
- ☐

Expansion 2: Expanded Horizons

- ☐ 05A
- ☐ 05B
- ☐ 05C
- ☐ 12A
- ☐ 14A
- ☐ 14B
- ☐ 15A
- ☐ 15B
- ☐ 18B
- ☐ 18C
- ☐ 18E
- ☐ 22A
- ☐ 23A
- ☐ 23B
- ☐ 39A
- ☐ 39B
- ☐ 43A
- ☐ 43B
- ☐ 47A
- ☐ 47B
- ☐ 60A
- ☐ 60B
- ☐ 62A
- ☐ 64A
- ☐ 64B
- ☐ 80A
- ☐ 80B
- ☐ 90A
- ☐ 90B
- ☐ 90C
- ☐ 114
- ☐ 132
- ☐ 134
- ☐ 135
- ☐ 139
- ☐ 144
- ☐ 200
- ☐
- ☐
- ☐
- ☐

Expansion 3: Shifting Plains

- ☐ 000
- ☐ 01A
- ☐ 01B
- ☐ 16A
- ☐ 17A
- ☐ 18A
- ☐ 18D
- ☐ 28A
- ☐ 28B
- ☐ 32A
- ☐ 32B
- ☐ 34A
- ☐ 36A
- ☐ 40A
- ☐ 40B
- ☐ 41A
- ☐ 41B
- ☐ 48A
- ☐ 50A
- ☐ 50B
- ☐ 55A
- ☐ 56A
- ☐ 56B
- ☐ 69A
- ☐ 70A
- ☐ 76A
- ☐ 78A
- ☐ 84A
- ☐ 91A
- ☐ 91B
- ☐ 101 (1)
- ☐ 101 (2)
- ☐ 101 (3)
- ☐ 131
- ☐ 133
- ☐ 137
- ☐ 138
- ☐ 141
- ☐ 142
- ☐ 143
- ☐ 154
- ☐

☐ 51 | Refugees				
☐ 52 | Madflies				
☐ 53 | Mask Salesman				
☐ 54 | Bone Storm				
☐ 55 | Mudslide	☐ 131 | Bog of Stench			
☐ 56 | Dead Monster	☐ 56A | Dead Monster	☐ 56B | Living Moss		
☐ 57 | Gorm's Laughter				
☐ 58 | Scent on the Wind				
☐ 59 | Signs of Battle				
☐ 60 | Wildfire	☐ 60A | Meltdown	☐ 60B | Ashes and Dust		
☐ 61 | Frozen Lightning	☐ 61A | Frozen Lightning	☐ 61B | Magnetic Storm	☐ 61C | Eye of the Storm	
☐ 62 | Space Between the Rocks	☐ 62A | Space Between the Rocks	☐ 114 | Necropolis		
☐ 63 | Feet				
☐ 64 | Stone Fountain	☐ 64A | Stone Fountain	☐ 64B | Faces in the Fountain		
☐ 65 | Statue				
☐ 66 | Forbidden Word	☐ 66A | Forbidden Word	☐ 66B | Forbidden Name		
☐ 67 | Saliva Pools				
☐ 68 | A Familiar Face				
☐ 69 | Time Lapse	☐ 69A | Time Lapse	☐ 101 | The Door to Destiny		
☐ 70 | Tomb of Excellence	☐ 70A | Tomb of Excellence	☐ Red Labyrinth	☐ Green Labyrinth	☐ Blue Labyrinth
☐ 71 | Found Relic				
☐ 72 | Something to Pass the Time				
☐ 73 | Golden Ember				
☐ 74 | Antler-Gouged				
☐ 75 | Oops!				
☐ 76 | Dream the Way	☐ 76A | Dream the Way			
☐ 77 | Sinkhole				
☐ 78 | Dead Great Game Hunter	☐ 78A | Dead Great Game Hunter	☐ 137 | Great Game Hunter Camp		
☐ 79 | Dying Small Prospector				
☐ 80 | Lovelorn Rock	☐ 80A | Lovelorn Rock	☐ 80B | Rolling Stone	☐ 139 | Deep Well	
☐ 81 | Field of Arms				
☐ 82 | Consuming Grass				
☐ 83 | Flesh Monolith				
☐ 84 | Scribe's Book	☐ 84A | Scribe's Book			
☐ 85 | Test of Courage				
☐ 86 | Putrid Tunnels				
☐ 87 | Weeping Faces				
☐ 88 | Sword and the Statue				
☐ 89 | Cleaner Birds				
☐ 90 | Light on the Horizon	☐ 90A | Light on the Horizon	☐ 90B | Chasing the Light	☐ 90C | Puddle of Sun	☐ 134 | Parasitic Shades
☐ 91 | The Beginning	☐ 91A | The Beginning	☐ 91B | Stone Shrine		
☐ 92 | Failed Start				
☐ 93 | Lost Survivor	☐ 93A | Lost Survivor	☐ 93B | Lost Chapter	☐ 93C | Last Chapter	☐ 93D | Memories of What Was
☐ 94 | Sickening Mess				
☐ 95 | Grim and Frostbitten	☐ 95A | Grim and Frostbitten	☐ 95B | Shelter in the Storm		
☐ 96 | Cloaked Stranger				
☐ 97 | Living Stone				
☐ 98 | Bloody Eyes				
☐ 99 | Portcullis				
☐ 100 | The Finale				

Design: Maximo1984

CONTENT CREATION GROUP